

Name:

Roll No:

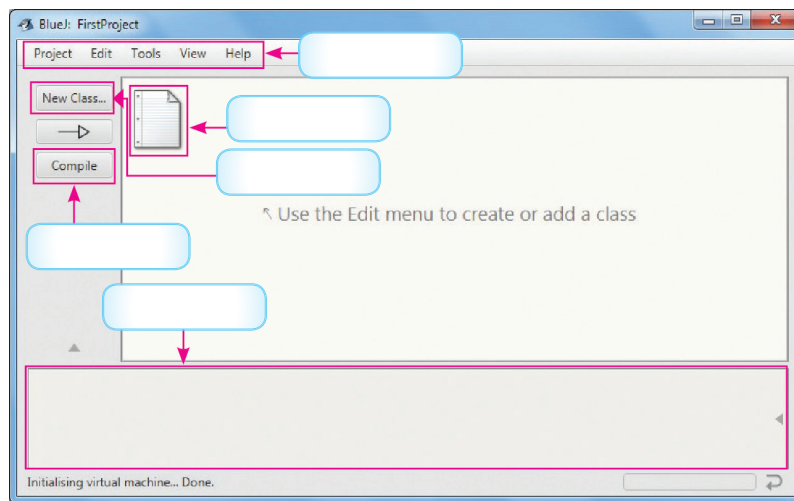
Class: Section:

Date:

PROGRAM CODING

Chapter-4

A. Label the following window:



B. Answer the following questions:

1. Write any three rules for naming an identifier.

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2. Write the steps to compile a program.

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3. Write any three features of Java.

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C. Explain three techniques to write comments.

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Grade: ☆ ☆ ☆ ☆ ☆

Teacher's Signature: